

REMARKS

Claims 1, 8, 10, 16, 17, and 23 are amended.

Claims 1-27 are pending.

Rejections under 35 U.S.C. §102(a)

Claims 1-25 and 27 stand rejected as being anticipated by *Leah et al.* (U.S. Patent No. 5,808601) under 35 U.S.C. §102(a).

Applicants respectfully traverse these stated rejections for at least the following reasons and respectfully request that the rejections be reconsidered and withdrawn.

Leah et al. disclose an interactive object selection technique wherein objects and the pointer are each assigned "mass" values and gravitational attraction/repulsion mathematics are employed to determine if a pointer is to move to an object. For example, *Leah et al.* teach that this gravitational calculation is made as the pointer is moved with the graphical user interface. Before the pointer is moved over an object, based on the gravitational pull when the pointer is close enough to be in the "field" of the object, the displayed visible pointer undergoes "instantaneous capture" and is automatically instantly moved over the object (see e.g., Fig. 1, Fig. 2C, Fig. 4B, column 2 at lines 43-63).

The pending claims are directed towards already "selected objects" and the effect of "dynamically and gradually reducing" an offset of the input position with respect to the object's position. This is not, therefore, an instantaneous

1 gravitational capture by an unselected object of a pointer that happens to be
2 passing by. This is an object that has already been selected and now there is a
3 dynamic and gradual change in the input position to better match the object. Thus,
4 for example, if a pointer grabs a rectangular object by a corner and begins to move
5 it, the position of the pointer to the object will be gradually changed until the
6 pointer appears in the center or some other specified point. Indeed, one might
7 grab the center and the pointer may be gradually moved to a corner.
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9 To the contrary, independent Claim 1 is directed towards a method that
10 includes determining an offset value between a selected object's position and an
11 input position, and dynamically and gradually reducing the offset value by
12 correctively adjusting the input position with respect to the object's position.

13 *Leah et al.* fail to disclose or even reasonably suggest such a method.
14 Consequently, Claim 1 is patentable over *Leah et al.*, as are Claims 2-7 and 9,
15 which depend from Claim 1 and recite further features/elements in the novel
16 method.
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1 Independent Claim 8 recites a method for use in a graphical user interface.
2 The method includes determining an offset value between a selected object's
3 position and an input position, wherein the input position includes updated
4 positioning information from a user input mechanism. The method further
5 includes dynamically and gradually reducing the offset value by implementing a
6 corrective function including a linear corrective factor that selectively and
7 incrementally reduces the offset based on the updated positioning information
8 such that the linear corrective factor reduces the offset by at least one pixel for
9 every four pixels in the updated positioning information.
10

11 *Leah et al.* fail to disclose or even reasonably suggest such a method. Thus,
12 Claim 8 is patentable over *Leah et al.*

13 Independent Claim 10 is directed towards a computer-readable medium
14 having computer-executable instructions for causing at least one processing unit to
15 perform acts including determining an offset value between a selected object's
16 position and an input position, and dynamically and gradually reducing the offset
17 value by correctively adjusting the input position with respect to the object's
18 position.
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20 For at least the same reasons as presented above with respect to Claim 1,
21 Claim 10 is patentable over *Leah et al.*, as are Claims 11-15, which depend from
22 Claim 10 and recite further features/elements in the novel computer-readable
23 medium.
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1 Independent Claim 16 is drawn to a computer-readable medium having
2 computer-executable instructions for causing at least one processing unit to
3 perform acts that include determining an offset value between a selected object's
4 position and an input position, and dynamically and gradually reducing the offset
5 value using a corrective function that selectively and incrementally reduces the
6 offset, and wherein the corrective function includes a linear corrective factor that
7 reduces the offset by at least one pixel for every four pixels of input position
8 movement.
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10 *Leah et al.* fail to disclose or even reasonably suggest such a computer-
11 readable medium. Thus, Claim 16 is patentable over *Leah et al.*

12 Independent Claim 17 is directed towards an apparatus that includes logic
13 configured to determine an offset value between a selected object's position and
14 an input position, and dynamically and gradually reduce the offset value by
15 correctively adjusting the input position with respect to the object's position.
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17 For at least the same reasons as presented above with respect to Claim 1,
18 Claim 17 is patentable over *Leah et al.*, as are Claims 18-22, 24, 25 and 27, which
19 depend from Claim 17 and recite further features/elements in the novel apparatus.
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21 Conclusion

22 For at least the reasons presented above, the claims are clearly patentable
23 over the cited art. It is respectfully requested, therefore, that the rejections be
24 reconsidered and withdrawn and the application be allowed.
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Respectfully Submitted,

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